

1/8

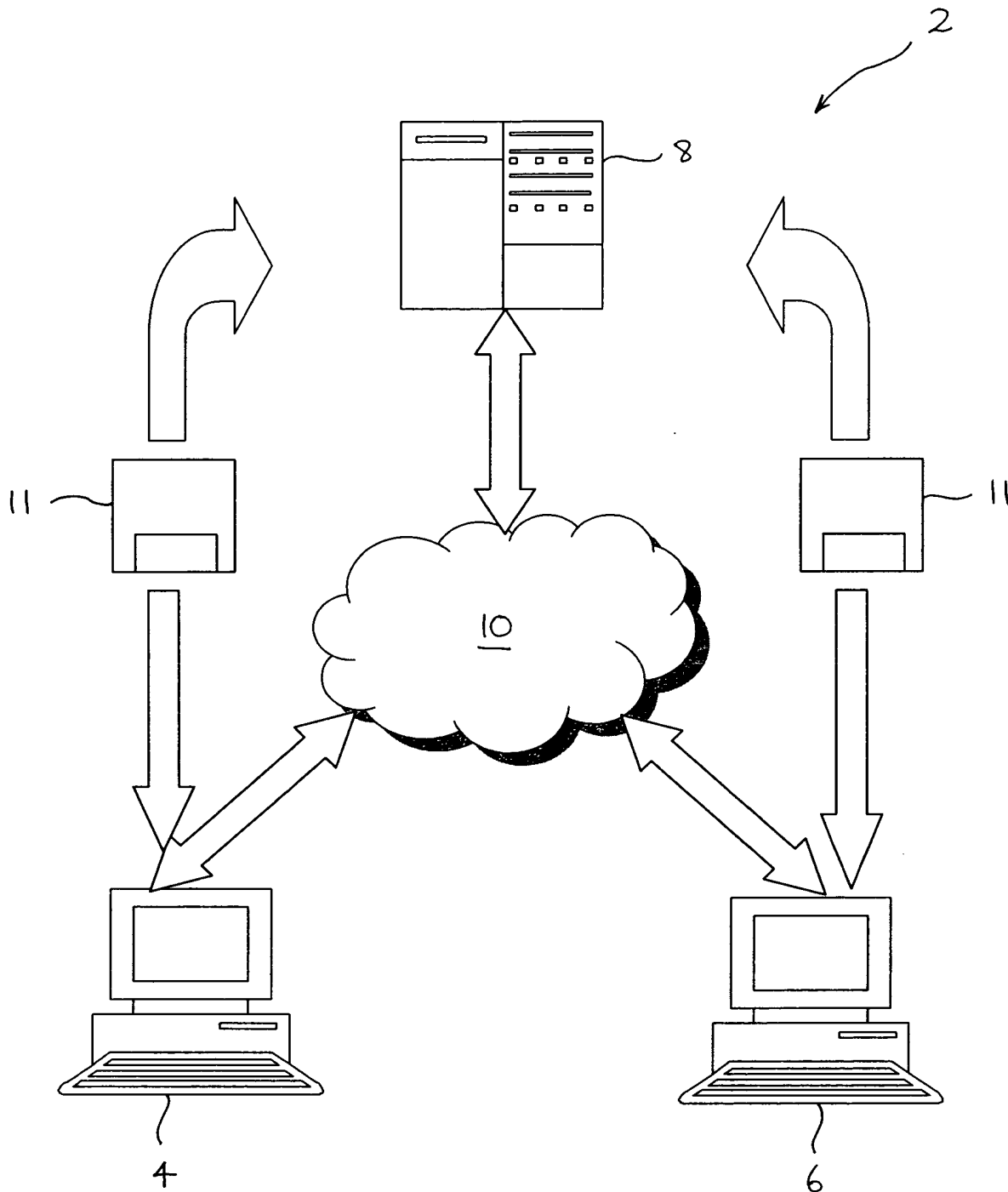


FIG. 1

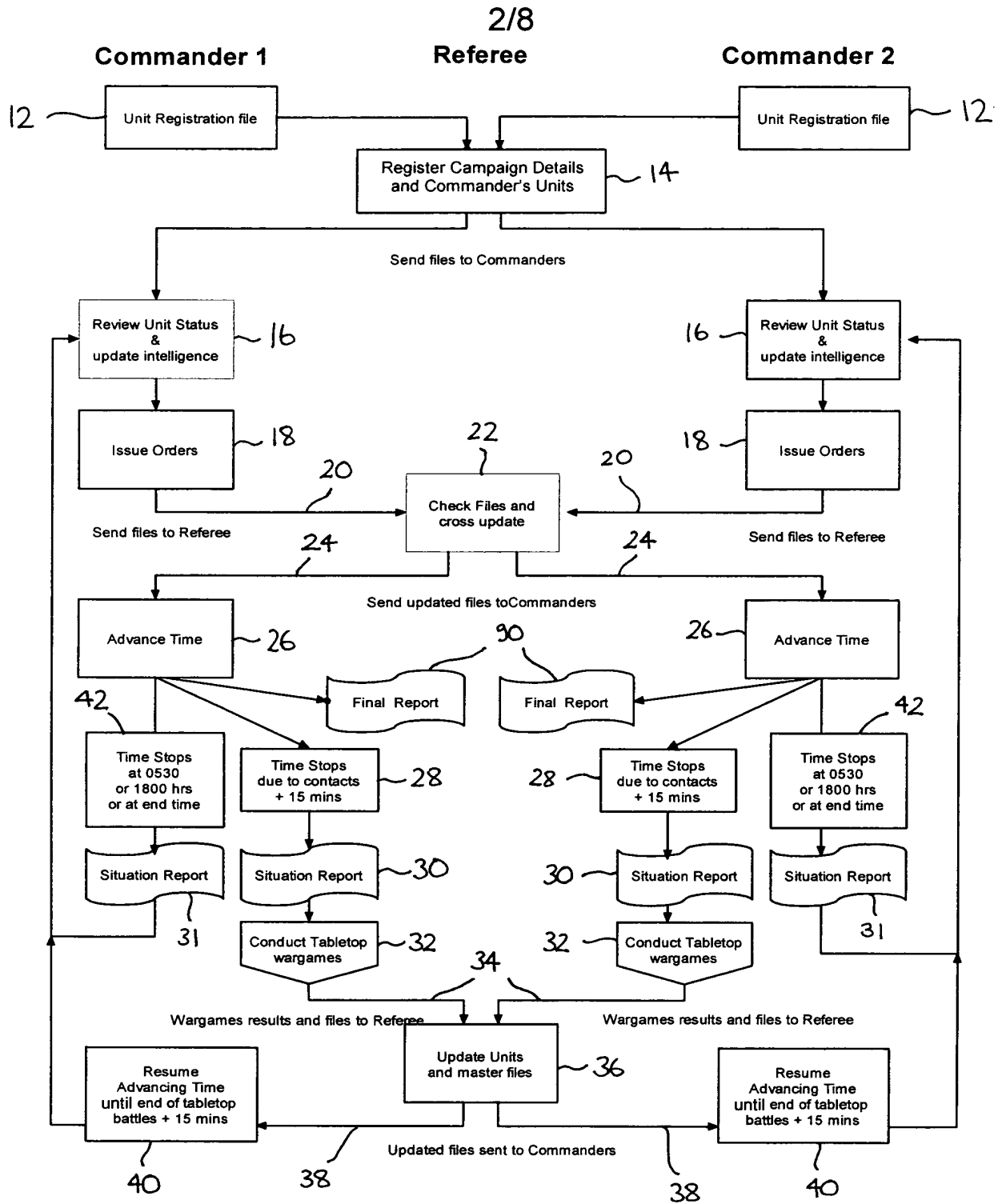


FIG. 2

3 / 8

Imperial Command		255 Force HQ	Infantry	Garrison Force
2 1 9 0 0 0 0	%	%		
Ogryns		150 Squad	Assault	Garrison Force
0 5 0 0 0 0 1	%	%		
1st Platoon		129 Squad	Infantry	Garrison Force
1 2 22 0 0 0 0	%	%		
2nd Platoon		129 Squad	Infantry	Garrison Force
1 2 22 0 0 0 0	%	%		
Garrison Force		0 Force	Infantry	14th Space Marines Army
% % % % % % %	206250	312000		
Armored/HQ		150 Force HQ	Exterminator	Hammer Force
0 0 0 0 1 0 0	%	%		
1st Squadron		165 Squad	Leman Russ	Hammer Force
0 0 0 1 0 0 0	%	%		
2nd Squadron		160 Squad	Leman Russ	Hammer Force
0 0 0 0 1 0 0	%	%		
ShadowSword		510 Squad	ShadowSword	Hammer Force
0 0 0 0 0 1 0	%	%		
Hammer Force		0 Force	Leman Russ	14th Space Marines Army
% % % % % % %	206250	311250		
HQ/Bulwark		115 Force HQ	Tactical M	Bulwark
1 0 0 0 0 0 0	%	%		
01/Veteran		225 Squad	Assault M	Bulwark
0 7 0 0 0 0 1	%	%		
02/Terminator		336 Squad	Terminator M	Bulwark
0 8 0 0 0 0 0	%	%		
01/Tactical		335 Squad	Tactical M	Bulwark
0 1 9 0 0 0 1	%	%		
02/Tactical		285 Squad	Tactical M	Bulwark
0 1 9 0 0 0 0	%	%		
03/Tactical		285 Squad	Tactical M	Bulwark
0 1 9 0 0 0 0	%	%		
02/Assault		135 Squad	Assault M	Bulwark
0 1 0 7 0 0 0	%	%		
01/Landspeeder		90 Squad	Speeder	Bulwark
0 0 0 1 0 0 0	%	%		
01/Predator		130 Squad	Predator	Bulwark
0 0 0 0 1 0 0	%	%		
02/Predator		130 Squad	Predator	Bulwark
0 0 0 0 1 0 0	%	%		
01/Vindicator		120 Squad	Vindicator	Bulwark
0 0 0 0 1 0 0	%	%		
Bulwark		0 Force	Tactical M	14th Space Marines Army
% % % % % % %	202420	334800		
01/66th Supply Det		160 Squad	Supply	66th Supply Det
0 0 4 0 0 0 2	%	%		
02/66th Supply Det		160 Squad	Supply	66th Supply Det
0 0 4 0 0 0 2	%	%		
03/66th Supply Det		160 Squad	Supply	66th Supply Det
0 0 4 0 0 0 2	%	%		
04/66th Supply Det		160 Squad	Logistics	66th Supply Det
0 0 4 0 0 0 2	%	%		
HQ/66th Supply Det		105 Det HQ	Logistics	66th Supply Det
1 0 0 0 0 0 0	%	%		
66th Supply Det		0 Detachment	Logistics	14th Space Marines Army
% % % % % % %	210000	320000		
14th Army Reserve		1 Detachment	Reserve	14th Space Marines Army
0 0 0 0 0 0 0	210000	320000		
14th Space Marines Army		0 Army	Tactical M	
% % % % % % %	210000	330000		

FIG. 3

4 / 8

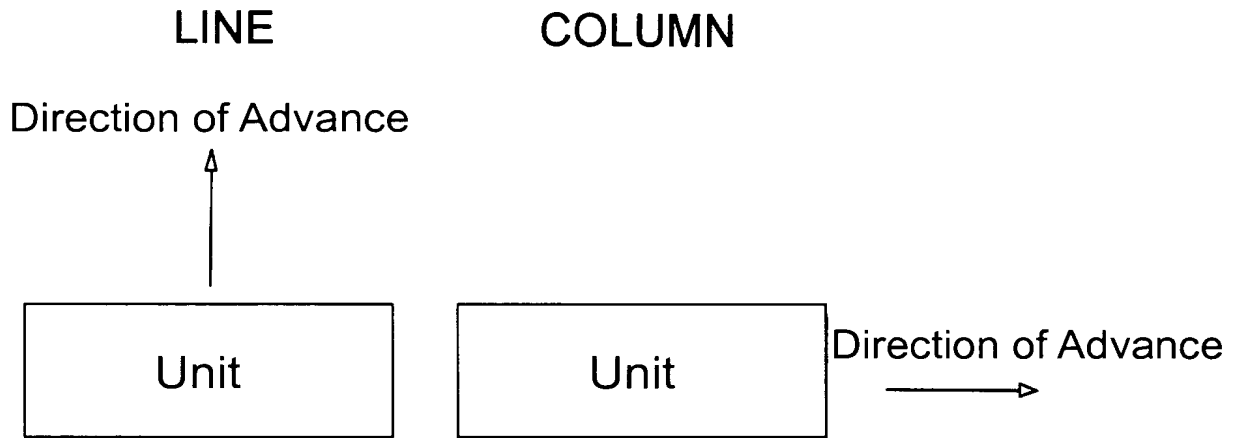


FIG. 4

30

```
Situation Report No. 7
Campaign - DARGOS

Time 001::1801:30
-- Crimson Fists Force Anvil      resupplied at    205750.
312000.

Time 001::1803:00
-- 01/66th Supply Det             at    206000.    312375.
executing scheduled orders

Time 001::1837:30
-- Dark Angels Strike Force 01    reported enemy contact at
205751.    312589.

Report ends at campaign time 001::1854:00
```

FIG. 10

5 / 8

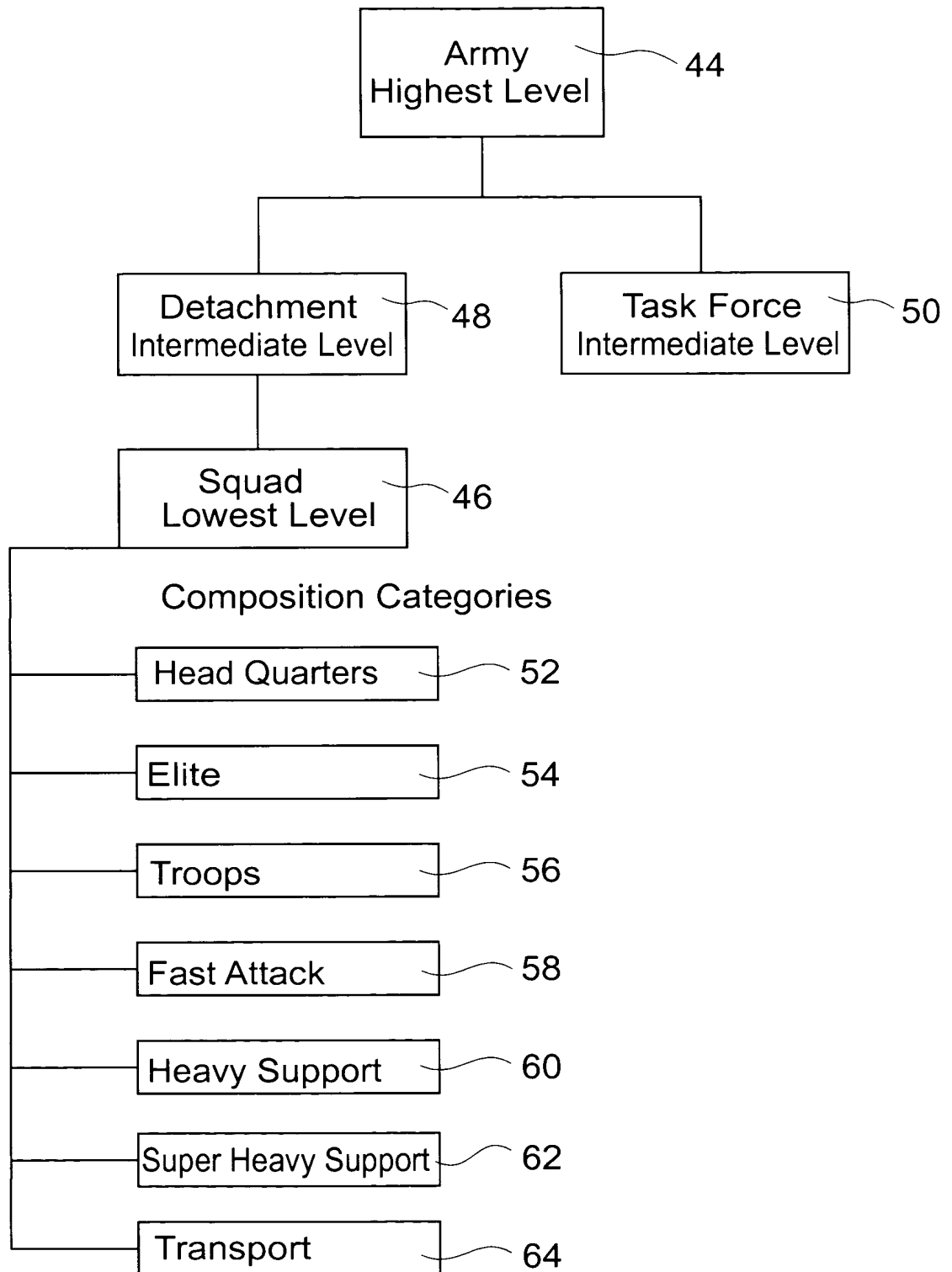


FIG. 5

6 / 8

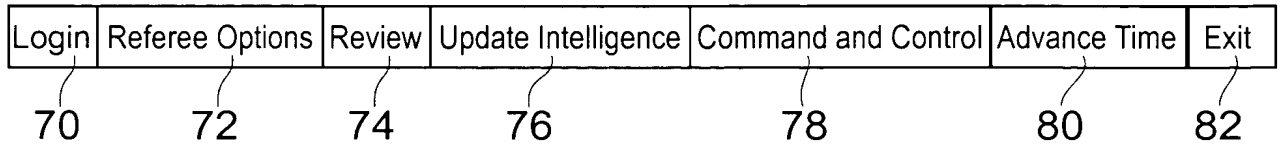


FIG. 6A

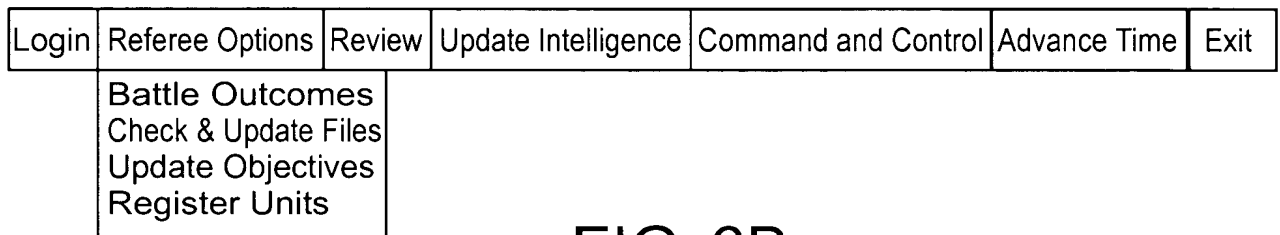


FIG. 6B

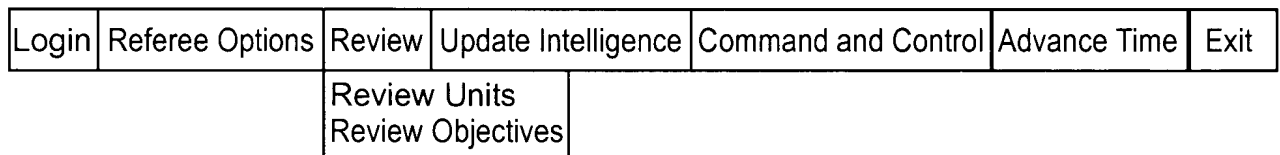


FIG. 6C

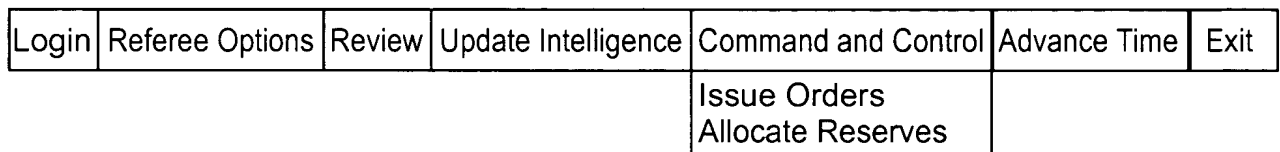


FIG. 6D

7 / 8

Order	Description	Additional Information Required
Advance	This order causes a unit, Detachment or Squad level, to move to a destination defined by xy coordinates with up to 4 waypoints in between.	Unit name receiving the order Destination xy coordinate Waypoint xy coordinates Formation of unit Execution time of order
Create Task Force	This allows a Task Force to be created with the unit receiving the order to become the first unit assigned to the Task Force and defines the Task Force characteristics.	Unit name receiving the order Name of new Task Force
Assign	Unit's assigned to the Task Force treat the Task Force as their supervisory unit. Units assigned must be within 500m of the Task Force.	Unit name receiving the order Name of existing Task Force
Supply	This can only be given to a Squad with the unit type of supply	Unit name receiving the order Destination xy coordinate Any waypoint xy coordinate Execution time of order
Retire	This order is used when a detachment level unit is no longer operational. For example a Detachment that is completely destroyed or a task Force that has all of its units assigned back to their original Detachments.	Unit name receiving the order

FIG. 7

8 / 8

<p>Map Display</p> <p><u>17</u></p>	Unit		
	X Coordinate	Y Coordinate	
	Strength	Operational %	
	Head Quarters	<input type="text"/>	<input type="text"/>
	Elite	<input type="text"/>	<input type="text"/>
	Troops	<input type="text"/>	<input type="text"/>
	Fast Attack	<input type="text"/>	<input type="text"/>
	Heavy Support	<input type="text"/>	<input type="text"/>
	Super Heavy Support	<input type="text"/>	<input type="text"/>
	Transport	<input type="text"/>	<input type="text"/>
	Supply State %	<input type="text"/>	
	Order/Activity	<input type="text"/>	
	Formation	<input type="text"/>	
<input type="button" value="Next"/> <input type="button" value="Report"/> <input type="button" value="Cancel"/>			

FIG. 8

<p>Coordinate information is required for the selected order</p> <p>Coordinate Information</p>			
Destination X Coord	<input type="text"/>	Y Coord	<input type="text"/>
<p>Up to 3 waypoints are allowed</p>			
Waypoint 1 X Coord	<input type="text"/>	Y Coord	<input type="text"/>
Waypoint 2 X Coord	<input type="text"/>	Y Coord	<input type="text"/>
Waypoint 3 X Coord	<input type="text"/>	Y Coord	<input type="text"/>
<p>Formation selection</p>			
<input type="button" value="Column Line"/>			
<input type="button" value="OK"/>			

FIG. 9